In the Specification

Please amend the paragraph appearing at page 4, lines 10-14 as follows:

The Pick 5 game 10 the present invention allows a player to review the races 12 of a racing event and select any five races 14. ~~For example, if an event has ten races, the player may choose to use races 1, 4, 5, 7, and 10 as the races for his Pick 5 game.~~ For example, if an event has ten races, the player may choose to use races 1, 2, 5, 7, and 9 as the races for his Pick 5 game. After the player has selected the five races 14, he must pick the winners 16 of each of those five races. A player may indicate a single horse or multiple horses for each race.

Please amend the paragraph appearing at page 4, lines 15-28 as follows:

Once the player has chosen his races 14 and picked the winners 16, the player visits a teller window at the racetrack and wagers 18 a desired amount of money for the Pick 5. Typically, the player communicates with the teller verbally. However, in Pick games, the player's bet is preferably recorded on a game card 44, such as is shown in Figure 2. A typical game card 44 includes an area for the player or teller to mark how much money is being wagered 46, an area to indicate what races the player has selected for the Pick 5 48, and an area to indicate which horse or horses for the selected race the player believes will win. 50 - 68. For example, the player of the card 44 shown in Figure 2 has wagered ten dollars on a Pick 5 game. ~~The player has selected races 1, 4, 5, 7, and 10 in the race area 48. In race 1, the player believes horse 1 will win and a circle is darkened in the horse area 50 to indicate the player's selection. In race 2 the player believes the player's selections have been recorded in the appropriate horse selection areas 50, 52, 58, 62 and 64 and the player's wager is complete.~~ The player has selected races 1, 2, 5, 7, and 9 in the race area 48. In race 1, the player believes horse 1 will win and a circle is darkened in the horse area 50 to indicate the player's selection. Similarly, for races 2, 5, 7, and 9, the player believes horses 2, 2, 15, and 1, respectively, will win and those selections have been recorded in areas 52, 58, 62, and 66, and

the player's wager is complete. After wagering, the player can enjoy the races 20 and play more.

Please amend the paragraph appearing at page 4, line 29 to page 5, line 5 as follows:

~~Here, the player has wagered that a certain horse will win the first race 22, a certain horse will win the fourth race 36, fifth 38, seventh 40 and tenth 42 races. If the player's selected winner actually wins 24 the first race 22, the player can relax and wait until the fourth race 36. However, if a player's selected winner does not win 26 the first race 22, the player may determine if there are still more than the Pick(n) number of races left 28. Since the player here is playing a Pick 5, if his horse did not win 26 the first race 22, there are still nine races left.~~ <u>Here, the player has wagered that a certain horse will win each of races 1, 2, 5, 7 and 9, corresponding to pick(n) race 1 of 5 22, race 2 of 5 36, race 3 of 5 38, race 4 of 5 40, and race 5 of 5 42. If the player's selected winner actually wins 24 the race 1 of 5 22, the player can relax and wait until the race 2 of 5 36. However, if a player's selected winner loses 26 race 1 of 5 22, the player may determine if there are still more than the Pick(n) number of races left 28. Since the player here is playing a Pick 5, if his horse did not win 26 in race 1 or 5 22, there are still nine races left.</u> The player can wager again and still try and select the winners of any five remaining races for the event.